Application is allocating memory and receives IR0 ARM arm_badcmd

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Symptom(s):

```
Error message in "/var/adm/SYSLOG"
Error:
"unix: IR0: ARM: arm_badcmd: ERROR cmd=0x00000000 prev_cmd=


unix: IR0: ARM:             future data follows:
unix: IR0: ARM:             0x00000000
last message repeated 99 times
unix: IR0: ARM:             reads continue...
unix: IR0: ARM: arm_badcmd: ERROR cmd=0x00000000 prev_cmd=

      unix: IR0: ARM: future data follows: unix: IR0: ARM: 0x00000000"
```

Fact(s):

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Silicon Graphics Onyx2
Onyx2 Reality graphics
```

SGI Solution:

```
Possible workarounds:
        1) bad GE board
        2) bad cable connection
        3) mis-matched software
           $ setenv GLKONA_NOIDMA 1
           $ setenv GLKONA_NOLDMA 1
           but it will slow the app since it disables the memory on the GE board.  You might want to see if there are any kpm dumps. Most
likely there is a bug in the app.

        GLKONA_NOLDMA disables the local DMA memory on the GE board (so the display lists will always be reloaded and not cached on the
pipe). GLKONA_NOIDMA disables DMA transfer of display lists from the host. Please try running irsaudit to see if there are any problem
with the GE board.
        The arm_badcmd message could actually be caused by the program writing through an invalid pointer which happens to point at the
same memory location that OpenGL sends its commands to (and this extra data could throw the whole graphics command/data stream off).
```

Cause(s):

```
Attempting to allocate memory from an third party application which manipulates video data.
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Additional Details

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Products	• Servers and Clusters • SGI Origin/Onyx • Origin/Onyx Server • Workstations • SGI Tezro • O2 • Octane
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